

AMENDMENTS TO THE CLAIMS

Please cancel claims 7-8, 33, 35-36, 137-139, 159, 161, 180, 184 and 185 (with previously canceled claims 9-32, 34, 37-132, 140-158, 160, 162-179, 181-183) as set forth in the following complete listing of the claims:

1. (Previously Presented) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

building a first simulated structure on the playing surface using a first set of structural units, wherein at least a plurality of structural units are substantially identical;

at least partially disassembling the first simulated structure by removing at least some of the structural units therefrom; and

building a second simulated structure on the playing surface using a second set of structure units.

2. (Previously Presented) The method of claim 1 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character, wherein at least some of the structural units forming the second simulated structure are also used in the first simulated structure.

3. (Original) The method of claim 2 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

4. (Original) The method of claim 3 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

5. (Previously Presented) The method of claim 4 wherein the randomizing element includes at least one die and wherein the disassembly step includes simulating a breach in the first simulated structure.

6. (Original) The method of claim 5 wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface.

7. – 132. (Canceled)

133. (Previously Presented) A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning at least one simulated building on the playing surface, wherein each simulated building is formed of a plurality of structural units that are adapted to form a plurality of simulated structures, further including simulating breaching of at least one simulated structure in at least one said simulated combat step.

134. (Original) The method of claim 133 wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

135. (Original) The method of claim 134 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

136. (Original) The method of claim 135 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

137. -186. (Cancelled)